

ABSTRACT

An Investigation Into the Use of Gaming Technology in the Teaching of Secondary School English Literature in a Form Four Class, as a Means of Stimulating Student Intrinsic Motivation And Engagement

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This study investigated the effect of integrating gaming technology with a Form 4 English literature curriculum on the motivation and engagement of three Form 4 students in a rural secondary school in the Northeastern Educational District in Trinidad and Tobago. It investigated the effect that the use of games—simple question and answer games and digital computer games—had on the students' intrinsic motivation and engagement. Data were collected through interviews and observations. The findings revealed that students were intrinsically motivated and engaged during the lessons where games were used. They were appreciative of games because they created an atmosphere of fun and excitement in the learning process.

Keywords: Secondary school students; Student attitudes; English literature; Case studies; Teaching techniques; Computer games; Computer uses in education; Educational games; Student motivation; Trinidad and Tobago.